

(12) **UK Patent Application** (19) **GB** (11) **2 226 767** (13) **A**
(43) Date of A publication 11.07.1990

(21) Application No 8923253.2

(22) Date of filing 16.10.1989

(30) Priority data

(31) 8824137

(32) 14.10.1988

(33) GB

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(51) INT CL^a
A63F 3/00 9/18

(52) UK CL (Edition K)
A6H H10X29 H3C2

(56) Documents cited
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(58) Field of search
UK CL (Edition J) A6H H10X29 H3C2
INT CL^a A63F 3/00

(54) Apparatus for playing a board game

(57) The apparatus comprises playing pieces, a playing board having a substantially spiral path comprising representations of procedural steps around which the playing pieces are movable in accordance with a set of rules accompanying said apparatus, and means playable in accordance with said rules to determine the number of steps to be moved at a given time, this means being a random number indicating device, or skill testing cards or a combination of these. The playing board may be two- or three-dimensional. The board also has a series of hazards and network of smaller paths interconnecting the main path of steps, these hazards and smaller paths being negotiated by players in accordance with the rules.

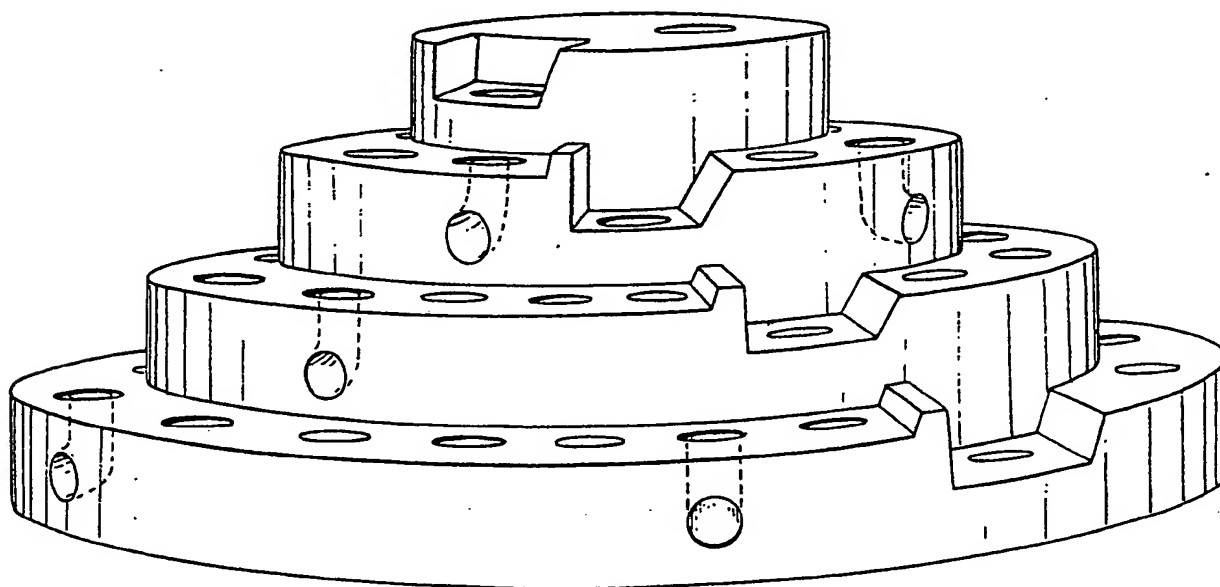


Fig. 2

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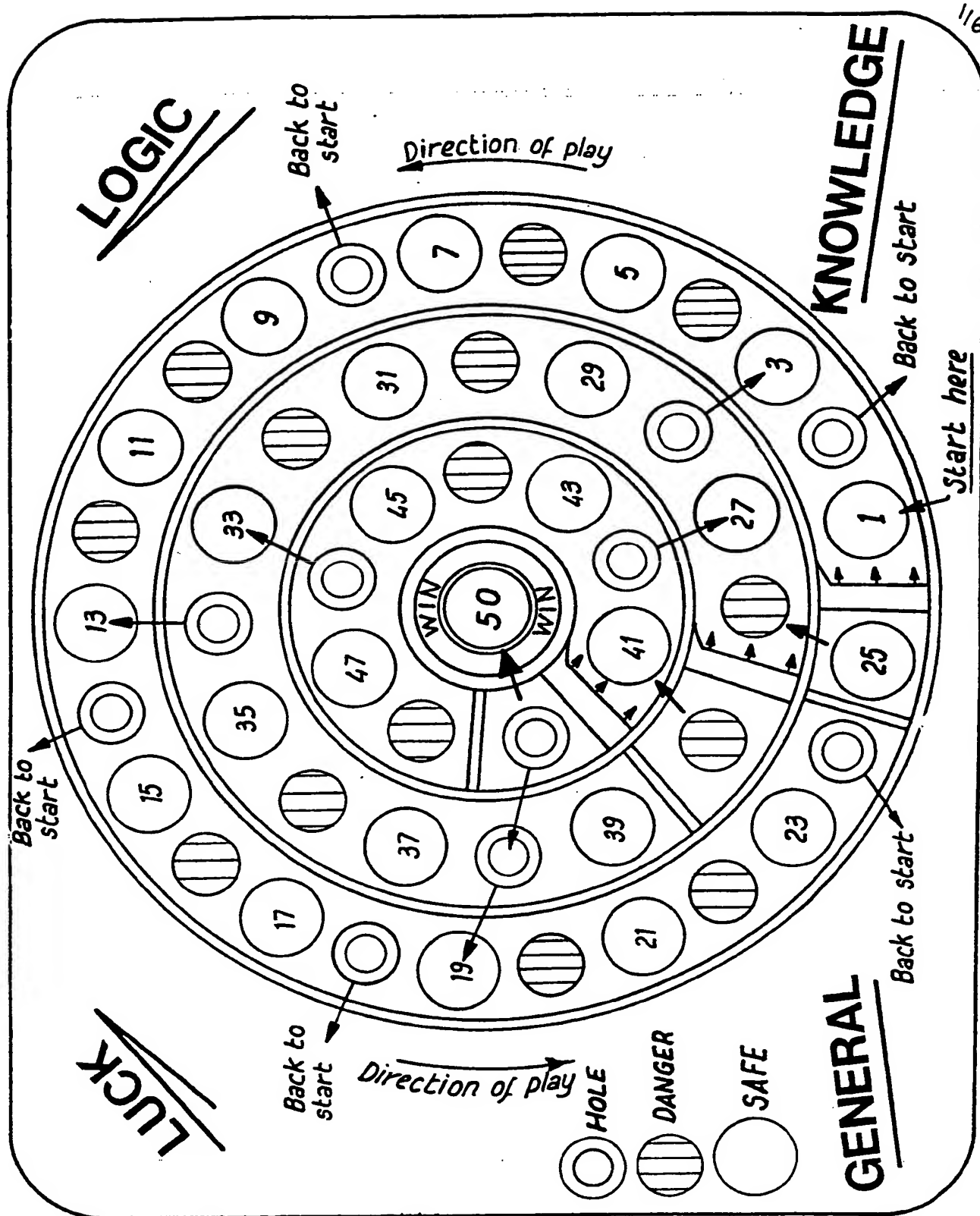


FIG. 1

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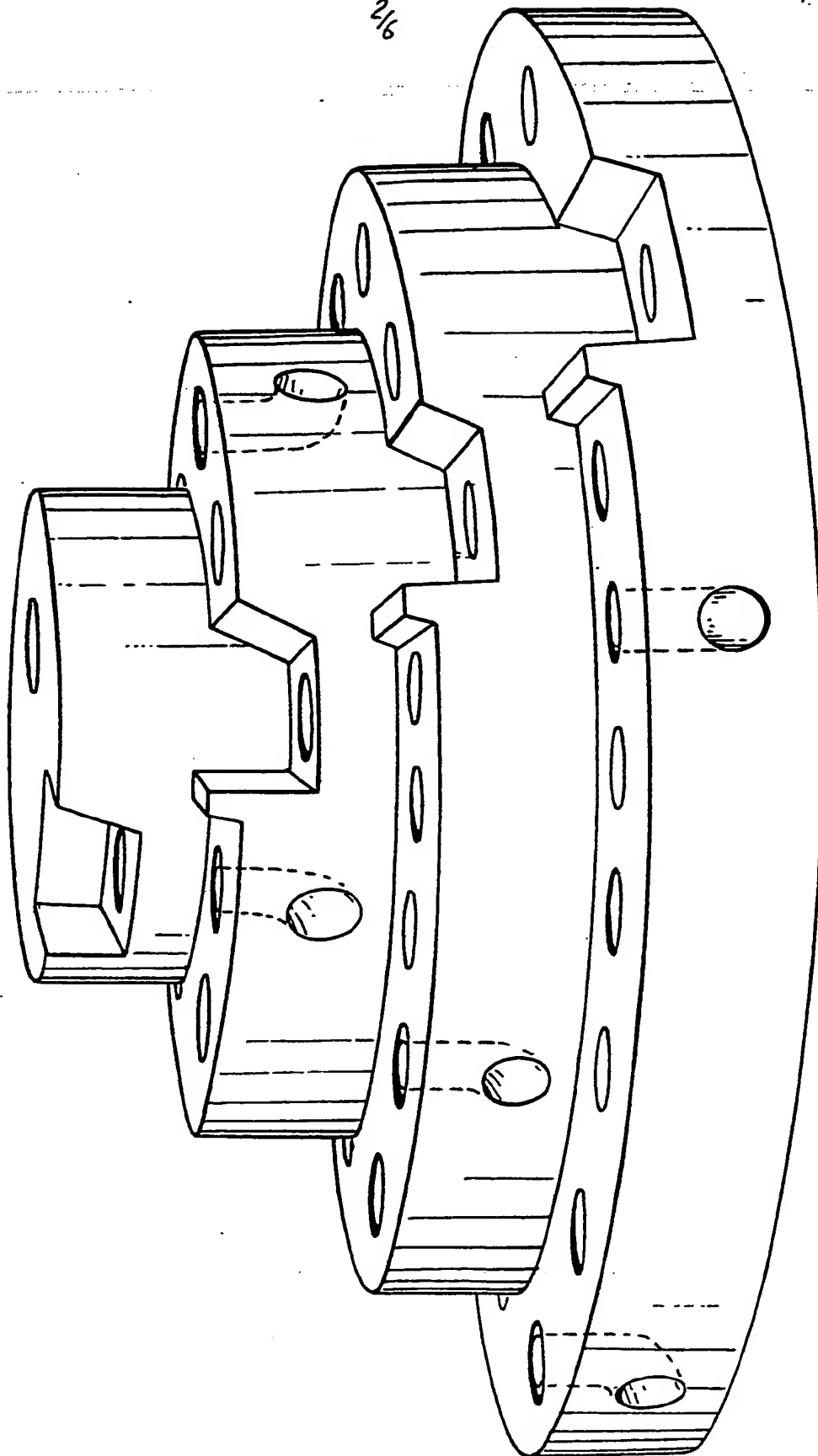


FIG. 2

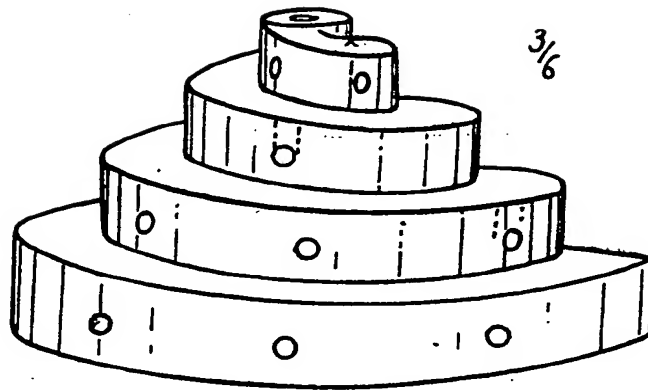


FIG. 3

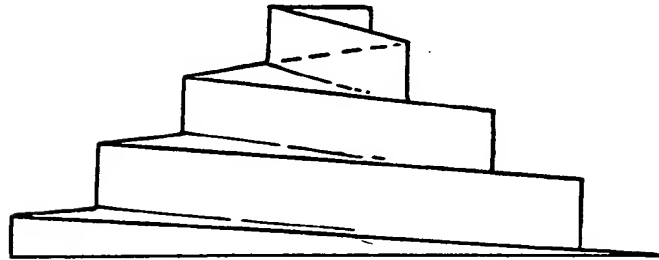


FIG. 5

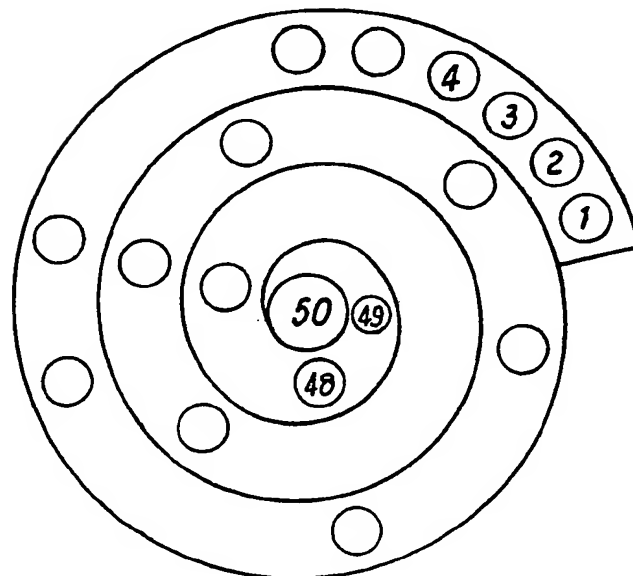


FIG. 6

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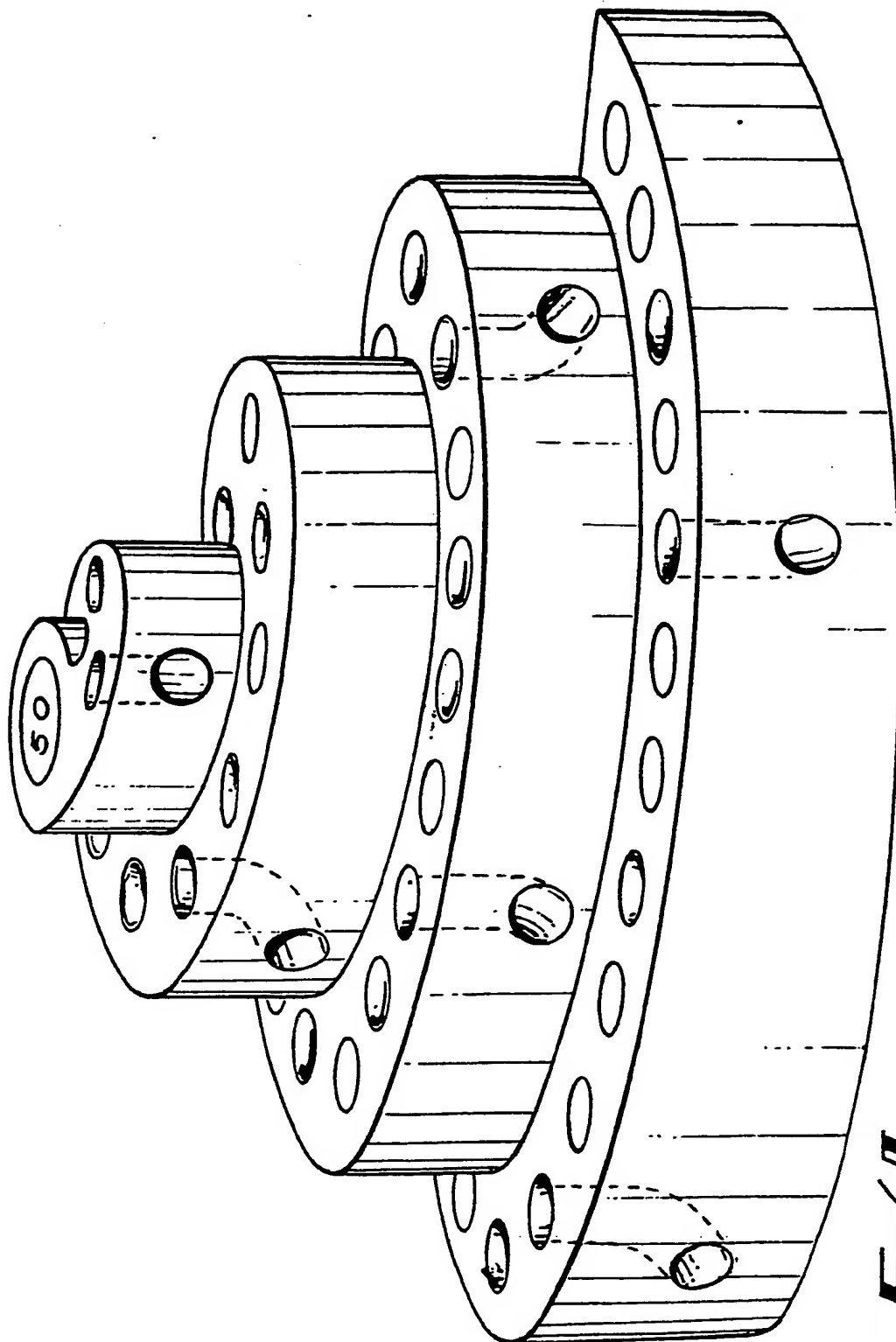


Fig. 4

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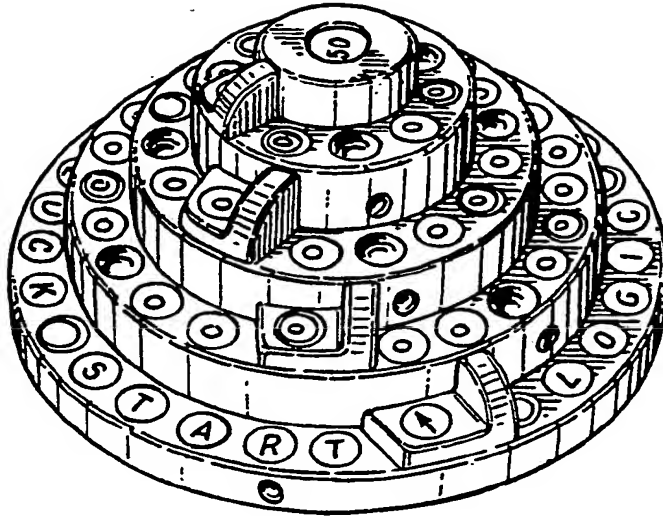


FIG. 7

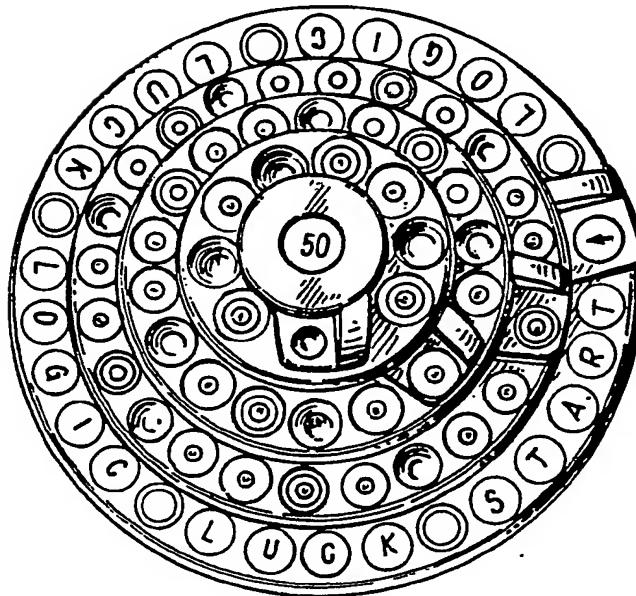


FIG. 9

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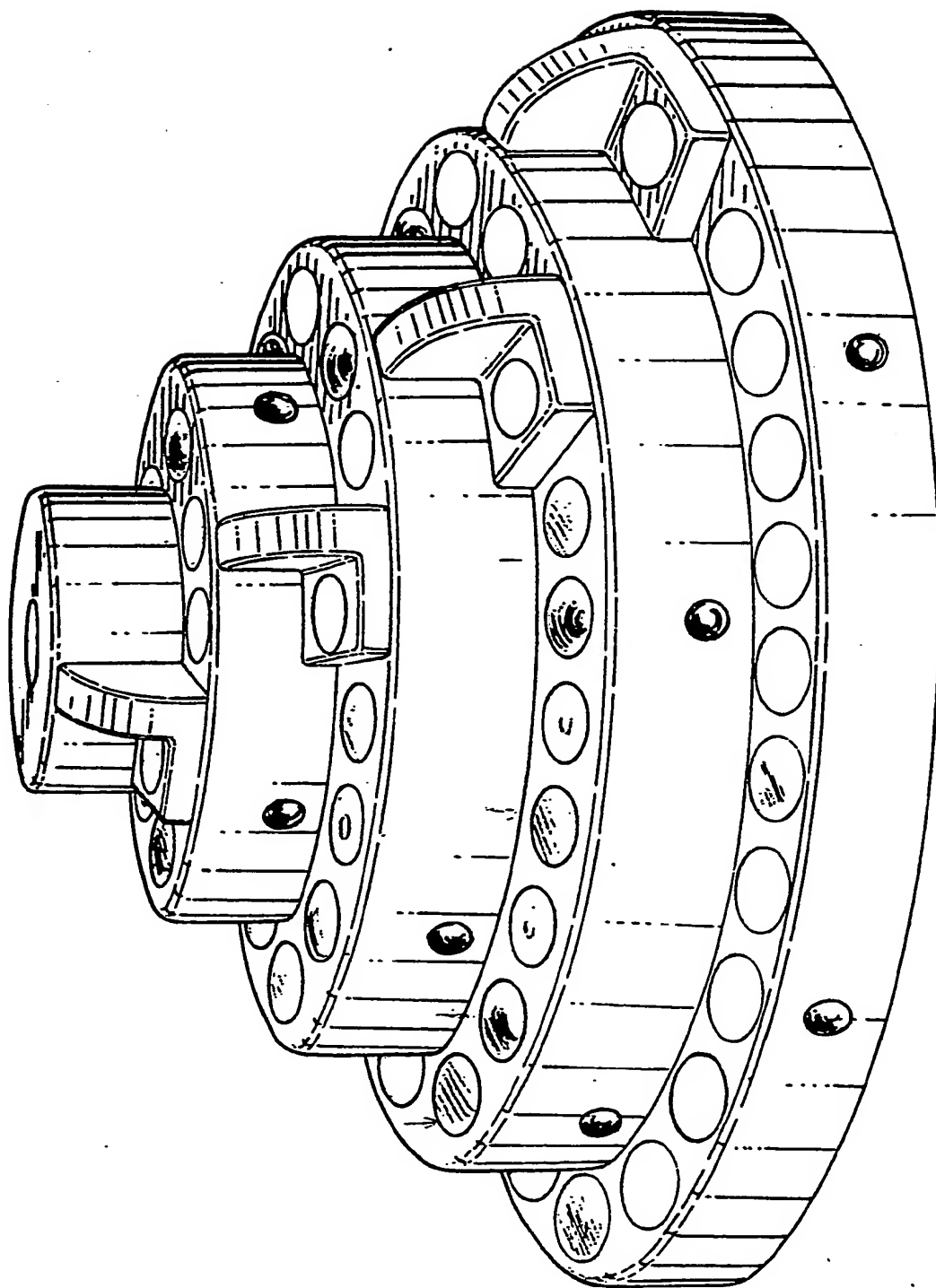


Fig. 8

1 Apparatus for Playing a Board Game

2

3 This invention relates to apparatus for playing a board
4 game.

5

6 According to the present invention there is provided
7 apparatus for playing a board game, the apparatus
8 comprising playing pieces, a playing board having a
9 substantially spiral path comprising representations of
10 procedural steps around which the playing pieces are
11 movable in accordance with a set of rules accompanying
12 said apparatus, and means playable in accordance with
13 said rules to determine the number of steps to be moved
14 at a given time, this means being a random number
15 indicating device, or skill testing cards, or a
16 combination of these.

17

18 Herein the term spiral is to encompass both two- or
19 three-dimensional playing boards and spirals in the
20 form of stepped turrets, helical pyramids and other
21 devices having a path which in plan view is in the form
22 of whorls or concentric circles or polygonal shapes
23 having path connections therebetween.

24

25 Preferably, the pieces are movable around the spiral

1 clockwise from the exterior to the interior or apex of
2 the spiral.

3

4 Preferably, there is a network of smaller paths
5 interconnecting the main path of steps, these smaller
6 paths being taken in preference to the main path in
7 accordance with the rules.

8

9 Preferably, the path includes hazards including means
10 to move a piece regressively down the smaller
11 interconnecting paths and including high risk
12 representations ("danger zones"), on which there is an
13 increased probability of a piece being moved, generally
14 regressively, by another player in preference to other
15 player's own piece.

16

17 Preferably, the pieces are ball-like and the playing
18 board is three-dimensional bearing a path with
19 representations of fifty procedural steps starting at
20 the base and finishing at the apex, most
21 representations being shallow depressions to hold the
22 ball-like playing piece, a few representations placed
23 randomly containing the hazards, including holes which
24 are openings to the smaller paths, which are in the
25 form of tunnels and through which the ball-like playing
26 piece moves regressively to a lower level.

27

28 Preferably, the players are given the choice of the
29 means of determining the number of steps to be moved;
30 the player can either nominate skill testing cards, or
31 random number indicating means or both.

32

33 Preferably, the random number indicating device is a
34 die.

35

1 Preferably, there are two types of skill testing cards:
2 logic and general knowledge, and the speed with which
3 the answer is given by a player may determine the
4 number of steps to be moved or the number of answers
5 given may represent the number of steps to be moved.

6

7 The piece moved in accordance with both the rules and
8 the skill testing cards can be either the player's own
9 playing piece or that of another player.

10

11 If logic cards are nominated the player does not use a
12 die but nominates the degree of difficulty by the time
13 allowed. If answered correctly, the player may elect
14 to move the requisite number of steps.

15

16 If general knowledge cards are nominated, the player
17 then answers the same number of general knowledge
18 questions as are shown by the number exposed on the
19 thrown die. If answered correctly, the player may
20 elect to move the requisite number of steps.

21

22 If the die only is chosen, the number of steps shown by
23 the die have to be taken, even if the piece lands on a
24 hazard. If answered correctly and the piece is moved
25 without encountering a hazard, a player may elect to
26 answer a skill testing card and move a bonus number of
27 steps corresponding to the number on the die; this move
28 can either be of the player's own piece or,
29 alternatively, the player may elect to move another
30 player's piece regressively by the same number of
31 steps.

32

33 Preferably, the regressive move of another player's
34 piece can only be undertaken if the other player's
35 piece is on a hazard determined as a "danger zone".

1 Preferably, the apparatus is played in accordance with
2 the rules set forth in the Appendix.

3
4 Reference is now made to the accompanying Appendix
5 which describes, by way of example, embodiments of a
6 board game of the present invention and rules for
7 playing the board game, with reference to the
8 accompanying drawings, in which:-

9
10 Fig. 1 is a plan view of a two-dimensional
11 embodiment of a board of the apparatus for
12 playing a game according to the present
13 invention;

14 Fig. 2 is a perspective view of a stepped
15 turret embodiment of a board of the apparatus
16 for playing a game according to the present
17 invention;

18 Fig. 3 is a perspective view of a helical
19 pyramid embodiment of a board of the apparatus
20 for playing a game according to the present
21 invention;

22 Fig. 4 is an enlarged perspective view of the
23 board of Fig. 3;

24 Fig. 5 is a side elevation of the board of Fig. 3;

25 Fig. 6 is a plan view of the board of Fig. 3;

26 Fig. 7 is a perspective view of an alternative
27 stepped turret embodiment of a board of the
28 apparatus for playing a game according to the
29 present invention;

30 Fig. 8 is an enlarged perspective view of the
31 board of Fig. 7; and

32 Fig. 9 is a plan view of the board of Fig. 7.

33
34 Modifications and improvements may be incorporated
35 without departing from the scope of the invention.

APPENDIXCOMPONENTS OF GAME

1. The BOARD

STEPPED TURRET (Fig. 2 or Figs 7 to 9) or HELICAL PYRAMID (Figs. 3 to 6) with numbers ranging from 1 to 50 starting at base and finishing at apex.

The BOARD contains holes set in random positions. These are known as HAZARD HOLES. A playing piece landing on a HAZARD HOLE will descend to a lower level.

There are also HAZARDS in the form of DANGER ZONES coloured RED; their function will be explained in Rules of Play.

2. QUESTION CARDS

The cards are divided into two categories - LOGIC and GENERAL KNOWLEDGE.

The LOGIC questions are based on IQ type questions, the degree of difficulty is set by a time limitation.

The GENERAL KNOWLEDGE questions are random in difficulty and have multiple answers depending on throw of dice, i.e. 1-6.

3. TIMER

A device to read times from 20 seconds to 2 minutes in 6 divisions (with buzzer). If not 3 egg timers reading 1 minute, 40 seconds, 20 seconds.

4. COUNTERS

Each player selects a playing piece, alternatively

1 termed a counter/man, in the form of a round coloured
2 ball, which is moved up the board according to rules.

3

4 5. DICE

5

6

7

8 NUMBER OF PLAYERS

9

10 Any reasonable number or it may be played as a team
11 game.

12

13 The larger number of individual players the longer each
14 game will take.

15

16

17

18

19 RULES

20

21 Throw dice to see who starts. Players go in turn
22 clockwise.

23

24 The Play

25

26 At each player's turn they have the choice of
27 nominating LOGIC or GENERAL KNOWLEDGE or nominating
28 LUCK.

29

30 If Logic

31

32 Player does not use dice but instead nominates value
33 1-6 then answers LOGIC question. The degree of
34 difficulty depends on time allowed, i.e.

35

1 Value 1 = 2 minutes
2 Value 2 = 1 minute 40 seconds
3 Value 3 = 1 minute 20 seconds
4 Value 4 = 1 minute
5 Value 5 = 40 seconds
6 Value 6 = 20 seconds
7

8 If answered correctly in given time move appropriate
9 number of places (nominated value). If not answered
10 correctly DO NOT MOVE.

11

12 If General Knowledge

13

14 Player rolls dice, then answers question on GENERAL
15 KNOWLEDGE corresponding to number on dice. Player has
16 1 minute to answer. If correct, player can then move
17 number of places as shown on dice. However, if this
18 would mean landing on a HAZARD HOLE or DANGER ZONE a
19 player may decline to move.

20

21 If Luck

22

23 Player simply rolls dice but MUST move number of places
24 shown on dice. If player is successful in negotiating
25 HAZARDS, player may then opt for BONUS question of
26 either LOGIC or GENERAL KNOWLEDGE at value on dice. If
27 answered correctly, player may then make appropriate
28 BONUS move corresponding to number on dice, or
29 alternatively player may opt to move opponents on
30 DANGER ZONES by moving their pieces back the same
31 number of steps corresponding to number on dice.

32

33 If a player is on a DANGER ZONE and another player
34 lands on same place they must swap places on board.

35

1 Winner

2
3 First player to reach top having completed move.
4
5

6 ALTERNATIVE METHODS OF PLAY

7
8 The game may be played as three completely separate
9 games depending on age and interests of players.
10

11 1. As a pure LOGIC game using only LOGIC cards and
12 rules.
13

14 2. As a game of GENERAL KNOWLEDGE using only
15 GENERAL KNOWLEDGE cards and rules.
16

17 3. As 'Snakes and Ladders' (Trade Mark) type
18 game for children using rules of LUCK and
19 simplified bonus POINTS.
20

21
22 SAMPLE CARDS

23
24 Samples of the questions asked on the cards as as
25 follows:-
26

27 Logic Cards e.g.

28
29 1. A chain is made up of 10 circular links.
30 Each link has an outside diameter of one and a
31 half inches and inside diameter of one inch.

32 How long is the chain from tip to tip?

33 2. What is the next letter in the series?

34 E V H S K ?

35 3. If 5 7 6 9 19 26 means DECENT

1 What does 7 3 12 16 mean?

2 4. WORD YOB XENON

3 VILE ZEBRA

4 Which of the above words does not belong?

5

6 General Knowledge e.g.

7

8 1. Name of the following chemical elements:

9 H Mn Zn Ni Ba Be

10 2. Books by Robert Louis Stevenson.

11 3. Boxing Weights.

12 4. Bing Crosby and Bob Hope "Road" Films.

13 5. Wonders of the World.

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1 CLAIMS:-

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3 1. Apparatus for playing a board game, the apparatus
4 comprising playing pieces, a playing board having a
5 substantially spiral path comprising representations of
6 procedural steps around which the playing pieces are
7 movable in accordance with a set of rules accompanying
8 said apparatus, and means playable in accordance with
9 said rules to determine the number of steps to be moved
10 at a given time, the means being a random number
11 indicating device, or skill testing cards, or a
12 combination of these.

13
14 2. Apparatus according to Claim 1, wherein the pieces
15 are movable clockwise around the spiral path from the
16 exterior to the interior or apex of the spiral.

17
18 3. Apparatus according to either Claim 1 or 2, wherein
19 a network of smaller paths interconnect the path, these
20 smaller paths being taken in preference to the path in
21 accordance with the rules.

22
23 4. Apparatus according to Claim 3, wherein the path
24 includes hazards including means to move a piece
25 regressively down the smaller interconnecting paths and
26 including high risk representations, on which there is
27 an increased probability of a piece being moved by
28 another player in preference to other player's own
29 piece.

30
31 5. Apparatus according to Claim 4, wherein the pieces
32 are ball-like and the playing board is three-
33 dimensional, most representations being shallow
34 depressions to hold the ball-like playing piece, a few
35 representations placed randomly containing the hazards,

1 including holes which are openings to the smaller
2 interconnecting paths, which are in the form of tunnels
3 and through which the playing piece is movable
4 regressively to a lower level.

5
6 6. Apparatus according to any one of Claims 1 to 3,
7 wherein the playing board is two-dimensional.

8
9 7. Apparatus according to any one of the preceding
10 Claims, wherein there are two types of skill testing
11 cards: logic and general knowledge.

12
13 8. Apparatus according to any one of the preceding
14 Claims, wherein a piece moved in accordance with the
15 rules and the skill testing cards can be either the
16 player's own playing piece or that of another player.

17
18 9. Apparatus according to any one of the preceding
19 Claims, wherein the apparatus is played in accordance
20 with the rules set forth in the Appendix.

21
22 10. Apparatus for playing a board game substantially as
23 hereinbefore described with reference to Fig. 1 or Fig.
24 2 or Figs 3 to 6 or Figs 7 to 9.

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